

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application. The following listing provides the amended claims with deleted material crossed out and new material underlined to show the changes made.

Listing of Claims:

1. (Currently Amended) For a computer system, a method of processing audio data in creating a media presentation, wherein the media presentation includes several audio streams, the method comprising:

- a) processing a section of a first audio stream;
- b) storing the processed section of the first audio stream;
- c) processing a section of a second audio stream independently of the first audio stream, wherein the second audio stream overlaps with the first audio stream;
- d) storing the processed section of the second audio stream independently of the processed first audio stream.

2. (Currently Amended) The method of claim 1 further comprising processing all the audio data after the processing operations, wherein processing includes:

processing a third audio stream by retrieving unprocessed data for the third audio stream;

further processing the first and second audio streams by retrieving data produced by the initial processing of the first and second audio data.

3. (Original) The method of claim 2, wherein the further processing of the first and second audio streams includes performing mixing operations on the first and second

audio streams.

4. (Original) The method of claim 2, wherein the initial processing of the first and second audio streams stores the processed first stream in a first render file and the processed second stream in a second render file, wherein before processing, the first, second, and third audio streams are in first, second, and third source files, wherein retrieving data for the third audio includes retrieving the data from the third source file, wherein retrieving data for the first and second audio files during the subsequent processing comprises retrieving data from the first and second render files.

5. (Original) The method of claim 1, wherein the processing of the first audio stream section comprises applying an effect to the first audio stream section.

6. (Original) The method of claim 5, wherein the processing of the first audio stream section further comprises performing a sample rate conversion on the first audio stream section.

7. (Original) The method of claim 1, wherein the processing of the first audio stream section comprises performing a sample rate conversion on the first audio stream section.

8. (Original) The method of claim 1, wherein the computer system has a particular real-time processing power for processing media content, the method further comprising:
before processing the sections of the first and second audio streams, identifying the sections as portions in the first and second audio streams that require more than the available processing power of the computer system.

9. (Original) The method of claim 1 further comprising identifying the particular

processing power of the computer system.

10. (Original) The method of claim 9, wherein identifying the particular processing power of the computer system comprises calculating a value based on the hardware resources of the computer system.

11. (Original) The method of claim 9, wherein identifying the particular processing power of the computer system comprises retrieving a user-specified parameter that indicates the amount of processing power.

12. (Original) The method of claim 1 further comprising moving the section of the first audio stream with respect to the section of the second audio stream, without having to discard the processing of the section of the first audio stream.

13. (Original) A computer readable medium that stores a computer program for processing audio data to create a media presentation, wherein the media presentation includes several audio streams, the computer program comprising sets of instructions for:

- a) processing a section of a first audio stream
- b) storing the processed section of the first audio stream;
- c) processing a section of a second audio stream independently of the first audio stream, wherein the second audio stream overlaps with the first audio stream;
- d) storing the processed section of the second audio stream independently of the processed first audio stream.

14. (Original) The computer readable medium of claim 13, wherein the set of instructions for processing of the first audio stream section comprises a set of instructions for applying an effect to the first audio stream section.

15. (Original) The computer readable medium of claim 14, wherein the set of instructions for processing of the first audio stream section further comprises a set of instructions for performing a sample rate conversion on the first audio stream section.
16. (Original) The computer readable medium of claim 13, wherein the set of instructions for processing of the first audio stream section comprises a set of instructions for performing a sample rate conversion on the first audio stream section.
17. (Original) The computer readable medium of claim 13, wherein the computer program further comprises a set of instructions for identifying the particular processing power of the computer system.
18. (New) The method of claim 8, wherein identifying the sections that require more than the available processing power of the computer system comprises:
 - identifying at least one modified segment within the identified sections of the first and second audio streams; and
 - identifying a cost for each segment within the identified sections.
19. (New) The method of claim 18 further comprising:
 - determining whether a sum of the costs for each segment within the identified sections is greater than a threshold value; and
 - generating a plurality of render files for the several audio streams within the segment when the sum of the costs is greater than the threshold value.
20. (New) The method of claim 19, the threshold value comprising a specified value in terms of an audio processing parameter.
21. (New) The method of claim 19, the threshold value comprising a value calculated

from the hardware resources of a computer system.

22. (New) A graphical user interface (“GUI”) of a computer system, the GUI comprising:

 a user interface item for specifying at least one operation to perform on a media item stored on the computer system; and

 an indicator associated with the media item, said indicator having a first appearance when the computer system has not pre-processed said operation and said indicator having a second appearance when the computer system has pre-processed said operation.

23. (New) The GUI of claim 22, the media item comprising an audio item.

24. (New) The GUI of claim 22, the media item comprising a video item.

25. (New) The GUI of claim 22, the indicator having a third appearance when the operation specifies an effect to apply to the media item.

26. (New) The GUI of claim 25, the effect comprising performing a filter operation on the media item.

27. (New) The GUI of claim 25, the effect comprising performing a sample rate conversion on the media item.

28. (New) The GUI of claim 22, wherein said operation is performed on a portion of the media item, wherein said second appearance identifies said portion.

29. (New) A graphical user interface (“GUI”) of a computer system, the GUI comprising:

an indicator with a first appearance for a media item stored on the computer system;

a user interface item for selecting an operation to perform on the media item;

wherein the indicator changes to a second appearance after the selection of the operation to perform on the media item.

30. (New) The GUI of claim 29, wherein the second appearance is only indicative of the selection of an operation to perform on the media item.

31. (New) The GUI of claim 30 comprising a representation for the media item in the GUI, wherein the indicator spans the representation.

32. (New) The GUI of claim 31, wherein the representation and the indicator are defined along a timeline.

33. (New) The GUI of claim 29, wherein the indicator changes to the second appearance because a determination is made after the user interface item selects the operation that the operation exceeds the particular processing power of the computer system.

34. (New) The GUI of claim 33, the particular processing power of the computer system comprising a real-time processing power of the computer system.

35. (New) The GUI of claim 34, the real-time processing power of the computer system comprising calculating a value based on the hardware resources of the computer system.

36. (New) The GUI of claim 35, the real-time processing power of the computer system comprising a specified value in terms of an audio processing parameter.